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Fauxtopia

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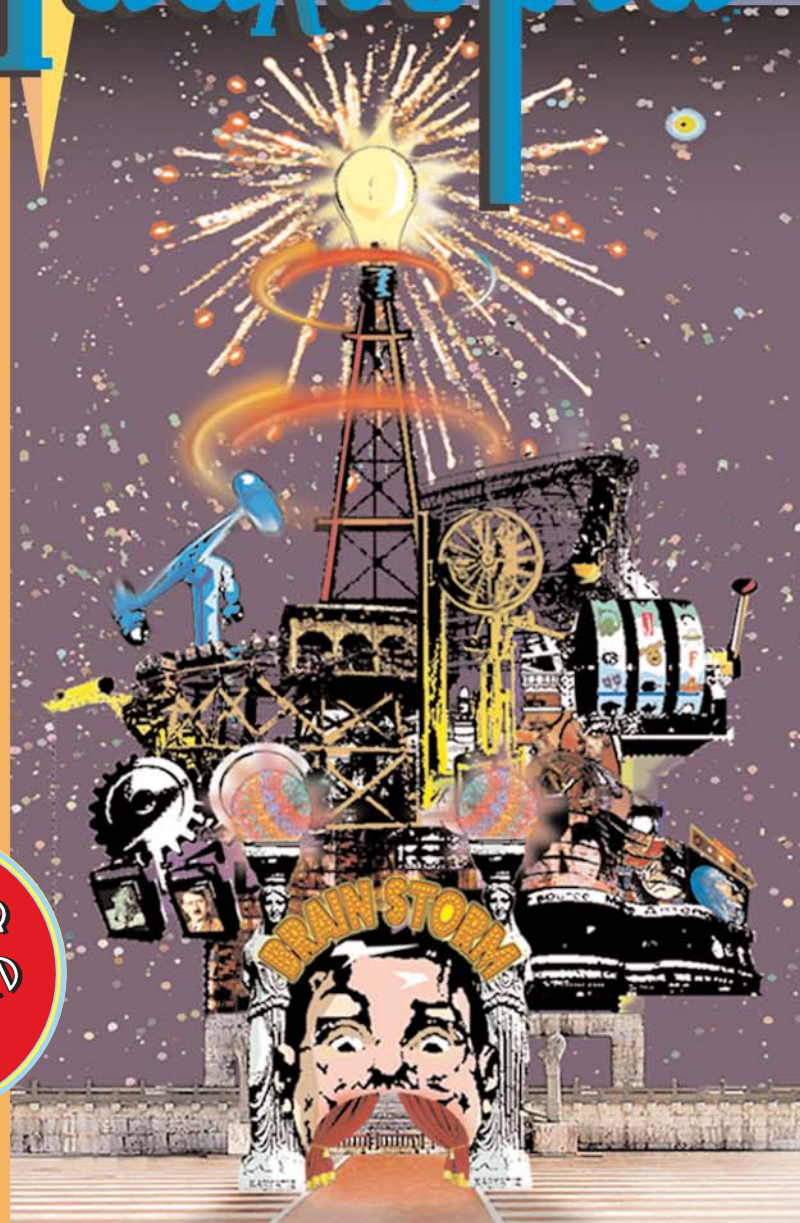
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A GUIDE TO

Fauxtopia

Making
the Most
Believable
Place on
Earth
Understandable

FULL
COLORMAP
INCLUDED



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Cover Image of Brainstorm by Ray Kampf
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Fauxtopia

Submitted to the faculty of the
School of the Arts at Virginia
Commonwealth University in partial
fulfillment of the requirements for
the degree, Master of Fine Arts in
Visual Communications

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How to use this Guidebook

Travel is an adventure to foster memories. An excursion into Fauxtopia can be an eye opening experience or it can be miserable if you are not properly prepared. So if you are traveling, then this book will help you plan your trip to Fauxtopia, the most believable place on earth!

Contents

This guidebook is broken into three major chapters signified by thumb tabs and the color of the pages;



White pages with orange edges offer a history and broad overview of Fauxtopia.



Blue pages are the most practical to use during your trip, as they explain each attraction along with a map of the area



Orange pages are for further reading and Fauxtopia official merchandise

A fold out map has been inserted at the end of the book. Throughout the book, informational tips are offered by Blank, the Fauxtopia mascot.

Hierarchy

The headlines on each page are relatively self-explanatory. Each map is marked with icons for restrooms, restaurants, ATMs and other services for ease in locating them.



Warning

Although this is an official publication of Fauxtopia, things change: prices go up, schedules are altered, and illusions are shattered. Although the author and Deviant Heritage Inc. try to make the information as accurate and authentic as possible, we accept no responsibility for loss, injury, or inconvenience sustained by anyone using this book. However we do take responsibility for enlightenment, education, and entertainment.

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To all who come to this fictitious place:

WELCOME.

Fauxtopia is your land. Here, age relives distorted memories of the past, and here, youth may savor the challenge of trying to understand the present. Fauxtopia is made up of the ideals, the dreams and the fuzzy facts which have re-created reality... with the hope that it will be a source of edutainment for all the world.

*Ray Kampf
Fauxtopia Dedication
April 1st, 2004*

Fauxtopia is your land.

The Who of Fauxtopia

A group of creative types got together one day and pondered the topic of faux reality. There was a graphic designer, an interior designer, a display artist, an illustrator, and a communication designer; an actor, a set designer, a storyteller, and a stage manager; an urban planner, an architect and a landscaper; a musician, a wordsmith, and a chef; a comedian, a politician, a religious leader, and a cultural critic. Each was a master of one trade but realized that their own skill set overlapped with others in the group. The architect, the urban planner, and the website developer worked with navigation. The comedian and the cultural critic looked at the world very similarly but

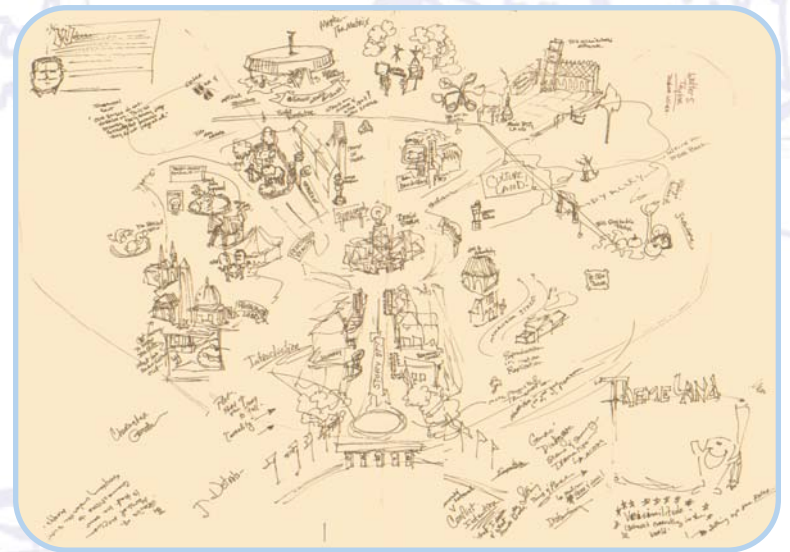
responded differently. The chef and the musician realized they created for sensorial effects. The storyteller and the historian discussed narration and point of view. Each designer crafted their message what and how they were to express it, but when they came together they realized that they had a certain "collective power" that allowed them to create realities spanning time and generations. Some created realities to delight and entertain the public, while others created realities to fool and deceive the masses. The culmination of their various art forms is what led to the creation of this new comprehensive visionary world that they called "Fauxtopia."

Fauxtopia is made up of the ideals, the dreams and the fuzzy facts which have re-created reality ...with the hope that it will be a source of edutainment for all the world.

The What of Fauxtopia

Fauxtopia is a 40-acre theme park based on the wonderful world of "faking it." Broken up into four main areas: Hyper Reality, Perceived Reality, Simulated Reality, and the

catalyst and backbone of the park, Story Street. Fauxtopia allows guests to explore and experience, and even re-experience environments created for pleasure and trickery.



Here, age relives distorted memories of the past, and here, youth may savor the challenge of trying to understand the present.

The Why of Fauxtopia

Many people seek the truth. And many people find the truth. But truths are complex, multi-faceted, and sometimes contradictory - messy, even. Fauxtopia could never be a place that shows all that is true, but to make things cleaner and easier, Fauxtopia neatly examines and presents "untruths." It is a place that

challenges belief systems; it questions authenticity; it makes you wonder if what you have always experienced is real or if you only assumed or believed unquestioningly. And only by knowing what is "not real" or rather "faux," can people start to investigate their own truths.

ACT
ADVENTURE
ADVERTISING
ALLEGORY
ANECDOTE
ARTIFICIAL
ASPERSION
ASSUMPTIONS
BELIE
BLUFF
BOGUS
BRAINWASH
CALUMNIATION
CANARD
CHEAT
CHRONICLE
CLICHÉ
CLIFFHANGER
CON MAN
CONCEAL
COUNTERFEIT
CROOKED DEAL
DECEIT
DECEPTION
DISGUISE
DISHONEST
DISTORT
DOUBLE CROSS
ERSATZ
EVANGELISM
EXAGGERATE
FABRICATION
FAÇADE
FAKE
FALSEHOOD
FANTASY
FIB
FICTION
FLIM FLAM
FOLKTALE
FOOL
FORGERY
FRAME UP
FRAUDULENCE
FUDGE
GAG
GRIFTER
GUILLE
GUISE
HISTORY
HOAX
HOKEY
HYPE
HYPERBOLE
KNAVERY
LEGEND

How was Fauxtopia Built

In the Beginning

It all started with two things – a blank piece of paper and the minds of the designers. From the meeting of their minds, a grand list of terms was created. Each item dealing with the “faux” in one way or another. Then the terms were grouped into similarities.

It was discovered, that in order for something—anything - to be believable, consistency in the story must be maintained. As the storyteller in the group pointed out, “If someone is telling you about themselves... if they say that they are married and have two brothers and a half an hour later say they are widowed with a brother and a sister, you might suspect that they are lying to you” And the set designer added, “and the story must be the same however it is presented. If Joan told you she is married to Bob, but her Christmas card is signed from Joan and Jack, you may wonder to whom she is married! And if she is always saying she is poor, but lives in a lavish home, that would also cause you to doubt her story.” Then the communication designer summarized what the politicians and the religious leaders already knew, “It is important keep your story straight and make sure anyone who is telling the story is telling the same story.” And it was agreed amongst the group that **THE STORY** was to be the foundation of their creation.

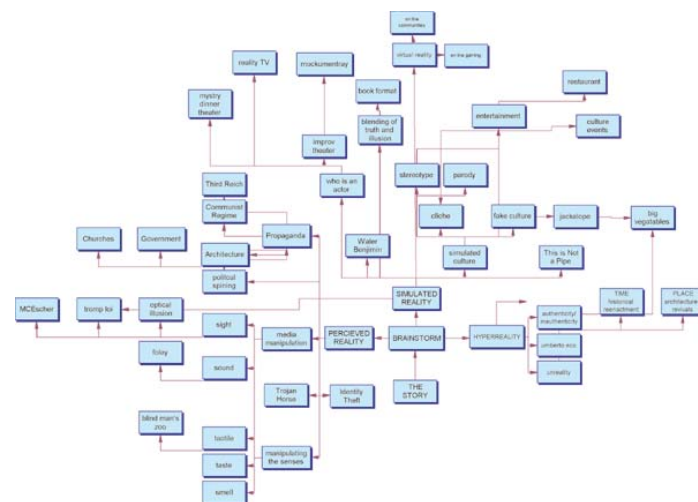
The terms on their grand list were grouped into similarities, and three main categories emerged -

First, **Perceived Reality**

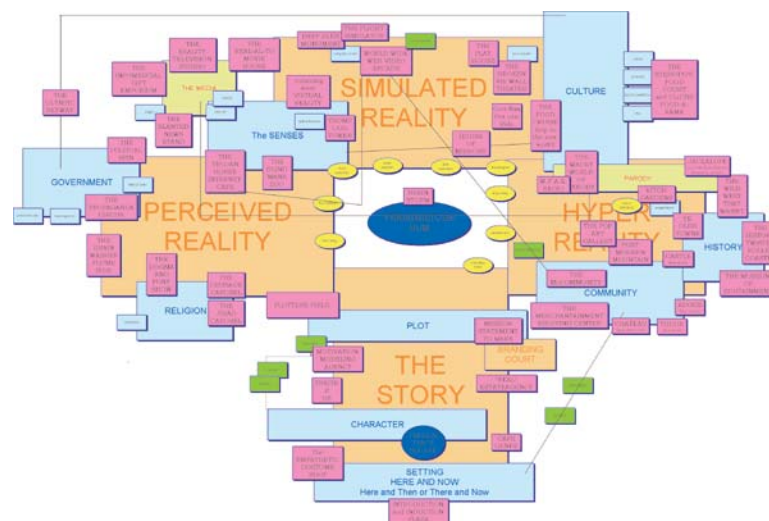
Terms that dealt with control, where the faux reality is used for power and deceit. For the most part, the masses truly believe (or believed) these faux realities to be true and act (or acted) accordingly. To them their perception is (or was) their reality.

Second, **Simulated Reality**

Terms that dealt with the guest's willingness



The Group's first Mind Map



The realization of Fauxtopia

to enter into a fiction through an interface where the faux reality was obviously not real because people had to deal with some sort of instrument to interact with it. It could be as movie or television, but it could also be online communities and gaming. This is a simulated reality. However, there were some instances where the interface itself became part of the faux reality and could be used for deception, delight, or simply to confuse, such as Reality Television shows or the acts of a conman who would have you believe the swampland in Florida is a good investment.

Third, **Hyper Reality**

Terms that dealt with the fantastic: where the reality could hardly be believed, because it was so exaggerated and embellished. This was where reality became absolute to the point of becoming hyper reality. This set up the major areas for Fauxtopia.

Sketching it out

The next step was to flesh out the kinds of attractions that would showcase the various types of faux realities. The group went back to the blank piece of paper and started sketching. Should it be a city, with all the realities existing on top of one another? Should it be a single, big, dark, ride? Or a museum? There were many ideas in the brainstorming session - and the communication designer noted that this eruption of ideas should be memorialized. The architect agreed saying, "it represented the transition from having the story to how the story was applied." Thus the Brainstorm became the centerpiece for Fauxtopia.

In an early brainstorming session, the architect doodled a sketch of a tilt-a-whirl ride. The cultural critic found an image of the US Capitol in a magazine that he was reading during the meeting. The comedian put the two together and said it was a ride called the Political Spin.

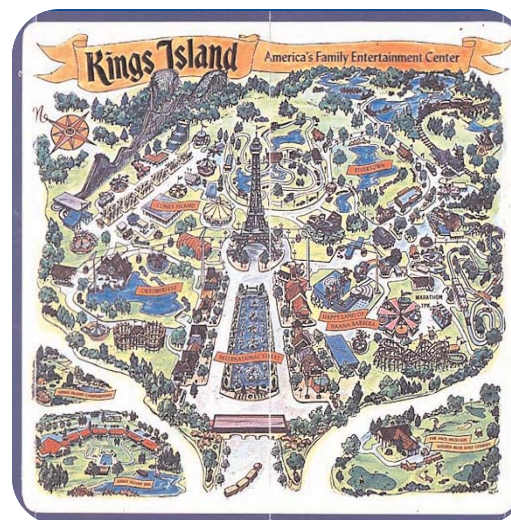
At this moment the group saw what they were going to create - a theme park built on the concept of faux realities. It was the website developer who conjured the name Fauxtopia after viewing a website dedicated to Utopian societies. With this, work began bringing Fauxtopia to life.

The urban planner layed out the park in the shape of a club from a deck of cards, saying that, "The entrance is at the base and the stem represents the story. The point where it all comes together is where The Brainstorm would be situated. The three main areas would be loops that always come back to the story in some way."

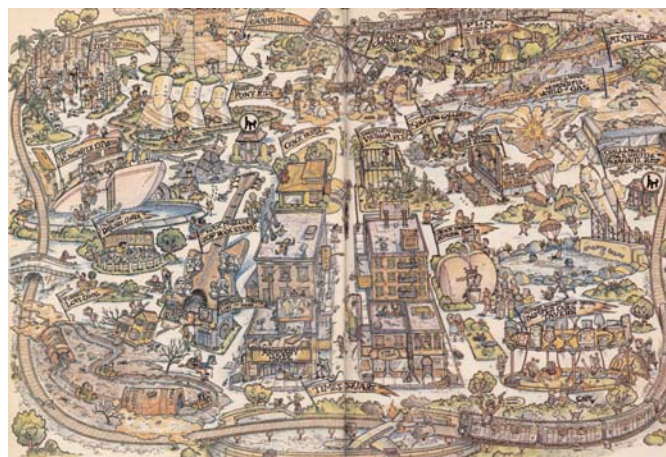
"The design is not unique, but it follows the layout of classic theme parks" pointed out the communication designer as he presented Disneyland, Tragedyland, Itchy and Scratchy Land, and Kings Island.



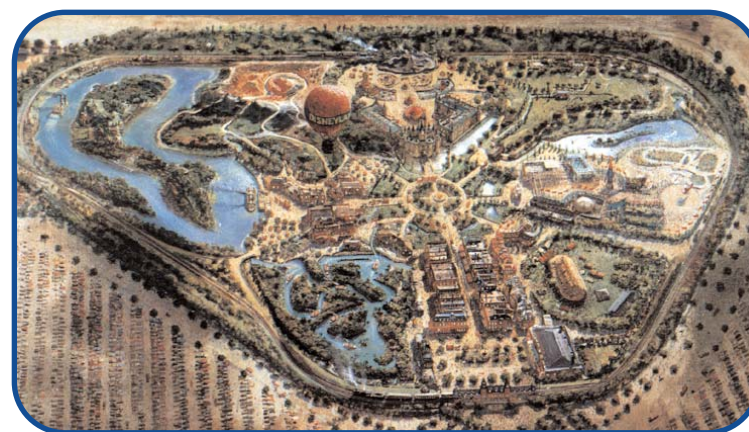
Itchy & Scratchy Land, far from Springfield c. 1994



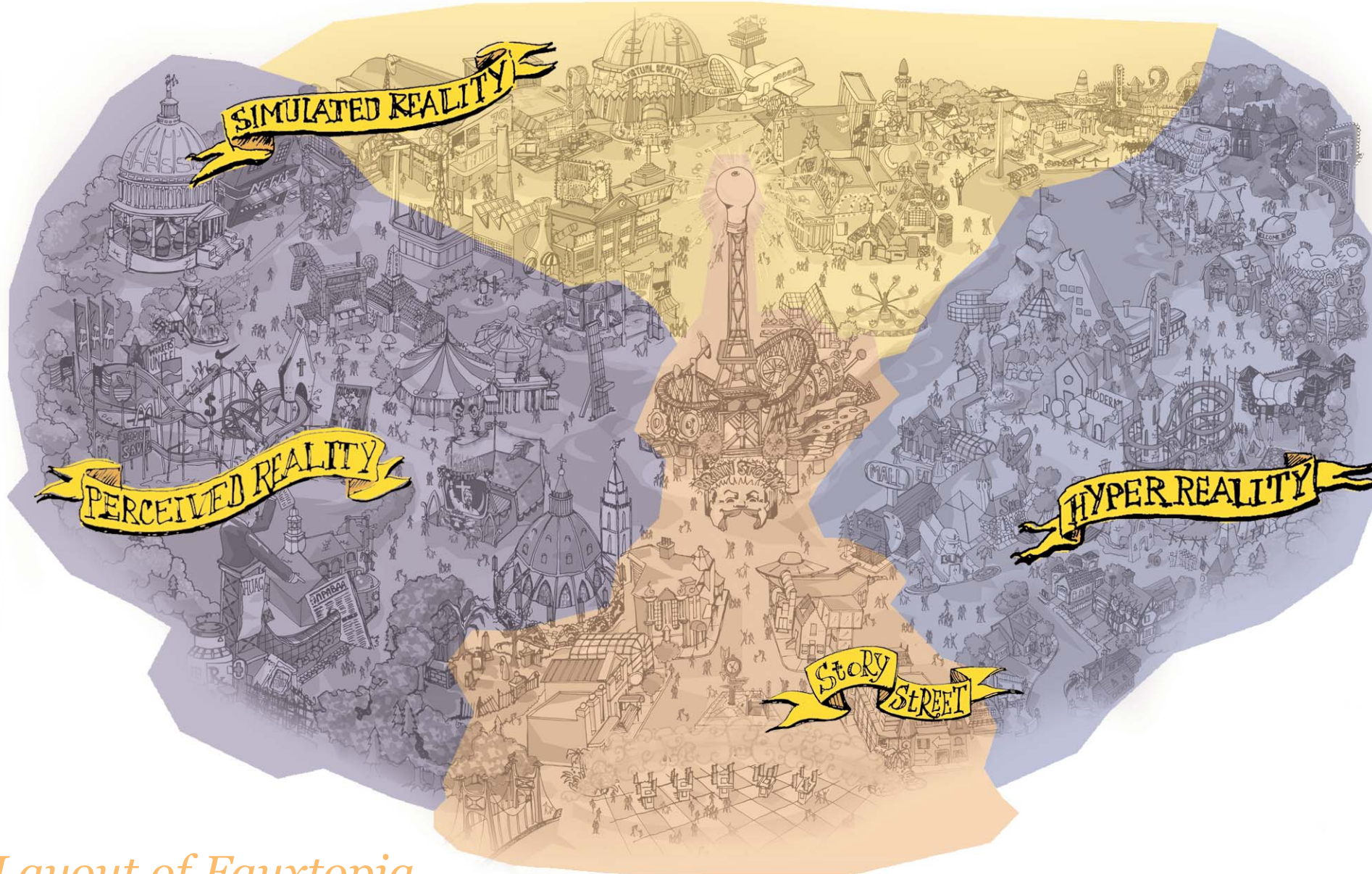
Kings Island Park, Cincinnati, Ohio c. 1972



Tragedyland, National Lampoon c. 1986



Disneyland, Anaheim, California c. 1955



Layout of Fauxtopia

Navigating Fauxtopia is quite easy. In fact, most decision-making has been alleviated for the visitor. The layout of Fauxtopia is a classic hub and spoke city plan – much like that of Paris or Atlantis. A magical corridor at Time and Place Square at the entrance of the park prepares guests for their journey. Story Street includes all the necessary tools to be able to see and interpret each constructed story. For it is in the beautifully, seamlessly, consistent story that the audience can fully succumb to the seduction of the reality.

The Miracle of Verisimilitude

The hub allows the visitor to explore and never get lost because all roads eventually lead back to it.

Verisimilitude is the appearance of being truthful and relies on the consistency of storytelling in order to attain credibility. This requires craft and guile on the storyteller's part and therefore Brainstorm is at the center, showcasing the wit and cleverness one must possess in order to be plausible!

The Realities

The Realities are broken into three major areas: Perceived Reality, Simulated Reality, and Hyper Reality. These areas hold all the excitement and drama associated with each faux reality. With area development limited only by one's dreams, the layout of the park allows for future expansion.

The Crossovers

It is important that guests of Fauxtopia move from one Reality to the next seamlessly. The results are

the amazing Crossovers. These smaller areas act as a bridge to join the larger areas together while maintaining a consistent story line. The areas contain attractions that would fit well in one Reality or the other. For example, The Senses – can play a part in Perceived Reality or they can be utilized in part of Simulated Reality. Note, as visitors walk around the park how they make the transition easily from one attraction to the next!

The Story of Blank

"Only hope that we don't lose sight of one thing - it was all started by a blank piece of paper."

Ray Kampf

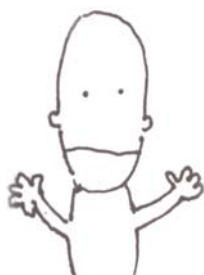
According to Webster's dictionary a blank is:

- a. Devoid of writing, images, or marks: a blank page; a blank screen.
- b. Containing no information; unrecorded or erased: a blank tape; a blank diskette.

In other words, a blank is a possibility. A place to create and make up. That is what **Blank** is.

Blank is the official mascot of Fauxtopia, for he embodies the basic nothingness on which a story can begin. He is a piece of paper that has come to life and longs to be embellished with marks or costumes so that he can be anything.

His ancestors are Jim Henson's Anything Muppets; puppets that were clean slated simple bodies that allowed for decoration that would turn them into ferocious animals or everyday people in your neighborhood, like the milkman.



Much like the Anything Muppet, Andy Warhol's nightclub of the 1980's AREA was nothing more than a blank space that was transformed through embellishment and decoration. It was a black box theater, that with the right lighting and set designs, helped to tell the story for the event. One week it was a salute to Suburbia with giant Tide detergent boxes and riding mowers and the next week it was a celebration of Old Hollywood with silent movies being projected on the walls. The space allowed itself to be transformed, just like **Blank**!

Today **Blank** has a legion of fans throughout the world. Many see him as a fresh start. They call themselves Blanketeers as apart of the Blankety Blank Club. He has become an international symbol of new beginnings. Look for **Blank** around the park. He fits in anywhere. And look for **Blank** t-shirts at our various gift shops.



This talking, huggable little toy is full of Fauxtopia information and isn't shy about sharing it. Pal Blank lets you in on insider tips (like what's real and what's not), provides questionable facts, plays mind games, and more.

With Pal Blank, you'll experience Fauxtopia like never before. Rent or purchase one at Story Street, Who Block, The Slanted News Stand, or Merchantainment Mall.

Look for the icon on the map!



**also available in Spanish*

Know Before You Go

Getting to Fauxtopia

Fauxtopia is located anywhere and everywhere. Reaching it is not as complicated as it would seem. In fact, you could very well be there already. And not by your own volition: more often than not, some one else has brought you to Fauxtopia.

ARRIVING BY AIR

Denial Airlines is the official carrier of Fauxtopia. Flying with Denial will put you here faster than you can imagine.

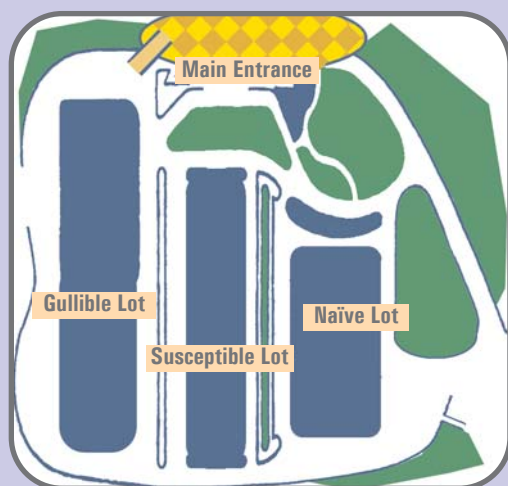
ARRIVING BY CAR

Fauxtopia is located within driving distance to other major attractions.

PARKING

Like everything else at Fauxtopia, parking is subtly designed for your easy access. Just follow signs and friendly people directing you and you can't go wrong. Make sure you jot down which lot you are parked in for easability in finding your automobile at the end of the day.

Parking Lots



Helpful Hints

GUEST RELATIONS

Fauxtopia Guest Relations is near the entrance park. Consult your map or ask a Cast Member if you can't find it. Here you can:

- + Make restaurant reservations.
- + Make reservations for the special Fauxtopia tours.
- + Get park information.
- + Get foreign language brochures.
- + Handle any other difficulties, including requesting a refund if you are dissatisfied.
- + Get freebies, such as CD-ROMs, Promotional Items and other paraphanilia for new releases.

KIDS

- + Measure your child's height and skepticism level before you visit, and check the Fauxtopia ride descriptions so you'll know which rides they can go on. It could save a temper tantrum.
- Fauxtopia is a great place for kids: they are so damn easy to fool.

STAY COMFORTABLE

- + Wear comfortable shoes, and bring warmer clothing for evening. Even in summer, evenings can get chilly. Rose Colored Glasses will also serve you well.
- + Don't carry too much baggage. You have to drag every ounce of it around with you all day. Preconceived notions are the exception: those will come in handy through out your visit.
- + Got a headache? Blister? Upset tummy? Leg got pulled? Don't suffer. Stop by the Placebo Medical Center in Perceived Reality.

LOGISTICS

- + Don't let morning clouds alarm you. In summer, an overcast morning doesn't usually mean rain. It's probably low fog that will be gone by noon, but check the weather forecast just to be sure. Of course low visibility will enhance your experience in Fauxtopia.
- + In case you split up or someone gets misplaced, plan where to meet. Walk to your meeting place together so every one knows exactly where it is. We suggest Here and Now Square.
- + Smoking in Fauxtopia is subject to advertising and The Truth Campaign

Time and Place Square



Starting your Day The Fauxtopia Way

The Suspension Bridge of Disbelief

Start your day by suspending your disbelief and crossing over from the Fauxtopia Parking lot. You will find the ticket windows to your left.

Entrance

Once you purchase your tickets, proceed to the entrance, which can be found in the fog in front of you. This will help you blur the line between reality and world of Fauxtopia.

Blank Bucks

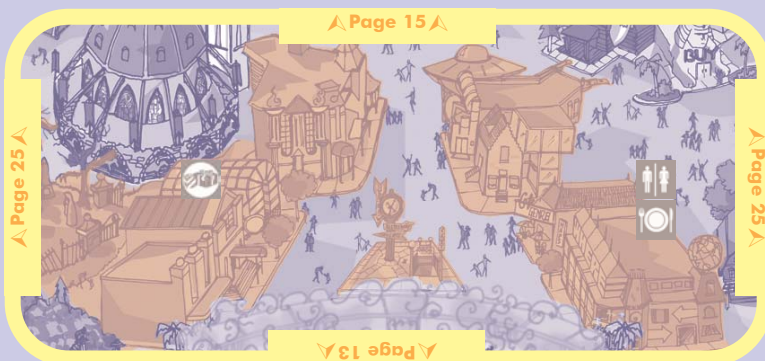
are the fun currency of Fauxtopia and work just like real money. In denominations of \$1, \$5, \$10 and \$20, Blank Bucks look just like legal tender of the US and can be used inside and outside the park. They can be purchased at any shop on property. Collect 'em, spend 'em or trade 'em!



While visiting Fauxtopia, see if you can find what was influenced by the following during your vacation.

- | | |
|---------------------------------------|--|
| <i>The Golden Gate Bridge</i> | <i>Petting Zoo's</i> |
| <i>The Blur Building</i> | <i>Smithville NJ</i> |
| <i>The Crystal Palace</i> | <i>Roadside America</i> |
| <i>Teen Titans Headquarters</i> | <i>Wall Drug</i> |
| <i>Row homes of Amsterdam</i> | <i>Philip Glass' AT&T Building</i> |
| <i>Woolworth's</i> | <i>Michael Graves' Dolphin Hotel</i> |
| <i>Entrance to Luna Park</i> | <i>J.M. Pei's Pyramid</i> |
| <i>Oil Rigs in the North Sea</i> | <i>Robert Venturi's Best Building</i> |
| <i>The ABC Studios in New York</i> | <i>Ed Debevic's</i> |
| <i>One Arm Bandits</i> | <i>Mel's Diner</i> |
| <i>The Eiffel Tower</i> | <i>Dick Clark's American Bandstand Grill</i> |
| <i>Temple Square</i> | <i>Lettuce Entertain You Restaurants</i> |
| <i>St. Paul's Basilica</i> | <i>The National Holocaust Museum</i> |
| <i>Notre Dame</i> | <i>Googie Architecture</i> |
| <i>The Brandenburg Gate</i> | <i>Randy's Donuts</i> |
| <i>Propaganda Posters</i> | <i>Zinn's Diner</i> |
| <i>Trump Tower</i> | <i>Colonial Williamsburg</i> |
| <i>The US Capital Dome</i> | <i>Medieval Times</i> |
| <i>Dulles Airport</i> | <i>Civil War Re-enactments</i> |
| <i>TWA Terminal at JFK Airport</i> | <i>Plymouth Plantation</i> |
| <i>The Spy Museum</i> | <i>Renaissance Festivals</i> |
| <i>Times Square</i> | <i>Tombstone Arizona</i> |
| <i>New Orleans</i> | <i>National Park Association</i> |
| <i>Tivoli Gardens</i> | <i>Big Texan Steakhouse</i> |
| <i>Busch Garden's The Old Country</i> | <i>Bush Gardens The Old Country</i> |
| <i>Freedom Land</i> | <i>Highland Games</i> |
| <i>Saur's Flavorings</i> | <i>World of Coca Cola</i> |
| <i>Atari 2600</i> | <i>Celebration Florida</i> |
| <i>Hollywood Walk of Fame</i> | <i>Sunrise Florida</i> |
| <i>The Olympics</i> | <i>West World</i> |
| <i>Tylenol Bottle</i> | <i>Future World</i> |
| <i>Circus Tents</i> | <i>Trader Vic's</i> |
| <i>Sideshow</i> | <i>Kona Kai</i> |
| <i>Las Vegas Strip</i> | <i>Buca De Beppo</i> |
| <i>The Pacific Palisades Building</i> | <i>Colorado Fondue Company</i> |
| <i>Mall of the Americas</i> | <i>Casa Bonita</i> |
| <i>Bass Pro Shops</i> | <i>South of the Boarder</i> |
| <i>Mills Corporation Malls</i> | <i>Brown's Warf Boothbay Harbor</i> |
| <i>The Alamo</i> | <i>Penny Lane</i> |
| <i>Storybook Land</i> | <i>China Town San Francisco</i> |
| <i>Flemington, NJ</i> | <i>1939 World's Fair</i> |

Who Where What and Why



Attractions

Time and Place Square

The Plot Line Subway Stop

How do you get there from here? Just jump on the Plot Line. If you stay on it, it is the most direct way to get anywhere.

Here and Now Clock

To stay on schedule during your trip to Fauxtopia. Because it's easy to get lost and confused in the There and Then sync up with the Here and Now Clock.

What Block

Mission Statement To Mars

You are about to embark on a new enterprise. Your assignment is to clearly and concisely tell the story for the new frontier of Corporate Planet. Once told, stick to it to ensure the success of your mission!

Shops

Who Block

Empathy's Costume Shop

Ever wonder what it's like to walk around in someone else's shoes? Here you can! At Empathy's you can be fitted for the bodice of a barmaid or the armor of a knight. See what it's like to be a matador or a mermaid. Be a saint or a sinner. Live the part and become someone else for a while. See the world through a new set of eyes.

Traits R Us

It's all in the details. Find out the nuance of the characters or pick up a nasty habit for one. There are thousands of choices from shifty eyes to snapping gum.

Why Block

Plotters Field

That rotting smell in the air is wafting from Plotter's Field - the old cemetery where tired and over-used stories are laid to rest but surely dug up and retread for a new audience. Highlights of this not-so-final resting place are The Rags to Riches Crypt, the Fish Out of Water Memorial Reflecting Pool and the Three's Company Burial Mound.

Motivations Modeling

Agency

Once you pick up a nasty habit at Traits R Us, you can figure out why you did it here. Our models will help you get to the heart of the matter.

Where Block

The UnReal Estate Agency

Looking for that perfect home in Mayberry? Some acreage in Oz? How about a cottage in Middle Earth? Our UnReal Estate agents will help you find that perfect location and will help you understand the rules and laws of your new environment.

The Map Shack

From globes of Earth to maps of the Sea of Tranquility to schematic plans of great works of architecture such as the Pyramids and Brasilia.

Eats

Café Genre

Our tales are served up right in any style you wish! Start your meal with a Romance and then have a hearty Thriller or nouveau Science Fiction for your entrée. Leave room for a Farce for dessert. Our chefs also excel in fusion cuisine of Dramedies and Infotainment.

Behind the Scenes Tours

What to know what's behind the façade of the Realities of Fauxtopia? The best way is to READ! Find out all you can about a topic, from a variety of sources, then you will be able to judge for yourself what is real and what isn't!



Brainstorm

Attractions

The Brainstorm

There are those who would think that a journey into your imagination is a pastoral trip but when your mind is activated, the brewing Brainstorm is a fierce beast of ideas and calculations. What comes out of this thought process can be a delight or a ruse for the world to see. You must be at least semi-conscious to ride.

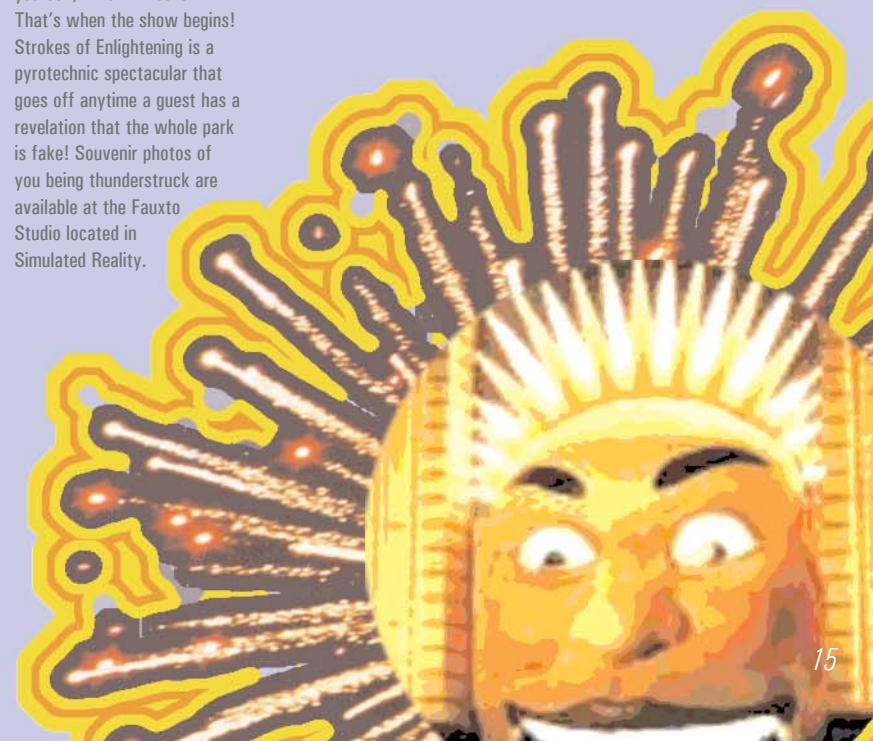
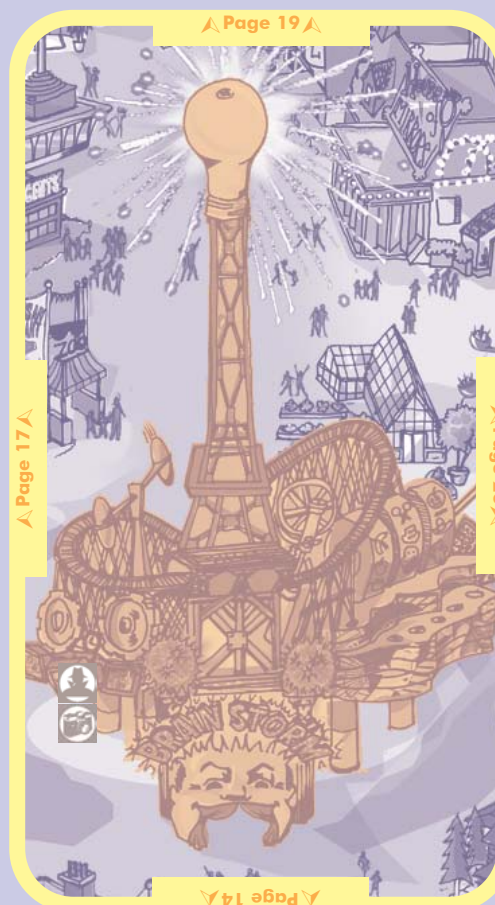
The Architectural Tour

This self-guided walking tour of Verisimilitude Plaza will allow you to examine the structure of The Brainstorm. From the base of the oil drilling platform, symbolizing the drilling for ideas, to the influence of chance as shown in the one-armed bandit, to the light bulb atop Fauxtopia, you will get an insiders look at the workings of this magical park.

Shows

Strokes of Enlightening in the Sky

At some point during your visit to Fauxtopia, you will say to yourself, "Now I Get It!" That's when the show begins! Strokes of Enlightening is a pyrotechnic spectacular that goes off anytime a guest has a revelation that the whole park is fake! Souvenir photos of you being thunderstruck are available at the Fauxto Studio located in Simulated Reality.





Attractions

The Hall of Presidents Puppet Show

Created by the theatrical troop The Party, these master puppeteers magically bring to life leaders of the world. Unless the spotlight happens to catch them pulling the strings of the life like marionettes, however, you would never know that the players in this show are not real!

Placebo Medical Center

For first aid, spiritual healing and plastic surgery.

The Crusade Carousel

Here, you are righteous and your god is the only God! It is your duty to convert the wicked or kill them for being non-believers. Mount your steed and join the Crusade Carousel to vanquish the evil. Coming soon, adjacent to the Crusade Carousel will be the Jihad Carousel!

The Dogma & Pony Show

Praise the Lord! Nothing is more uplifting and charismatic than an old time revival. Let the spirit move you to the Dogma & Pony Show where an energetic cast will have you believing in a higher power. Have Mercy!

The Red Scare

Imagine you have been accused of a crime against America and everyone believes the Powerful Politician that is accusing you. You know the truth, but your career and life are about to fall out from under you as you plunge 20 stories down to your fate!

The Camouflage Forest

Things here are not as they seem.

See P.T. Barnum's Egress!

You may be surprised by what you find.

Shops

Get Framed!

Anything can look surprisingly different when surrounded by the proper border! Make sure you stop by the garden walk and take in our lovely Evidence Plants.



Attractions

The Propaganda Circus

When the circus rolls into town, it doesn't do so quietly. It comes with shouts and music and lots of noise, so let yourself be mesmerized by the show of it all.

The BrainWasher

Take this amazing journey to see if you come out unscathed and not dripping wet with social, political, or religious ideologies. Splashing is encouraged to get others drenched in the doctrines. Beware of the Baptismal cannons!

The Political Spin

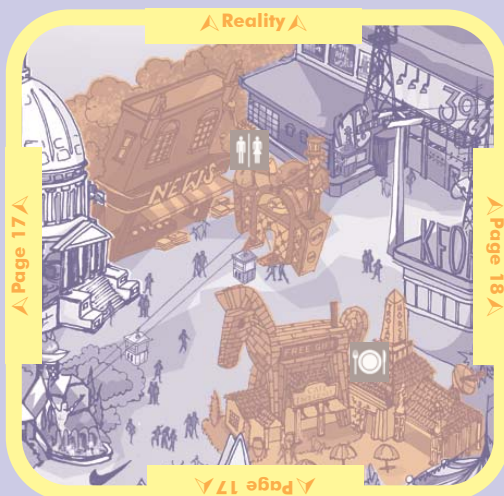
Was it a war or a pre-emptive strike? Is it a tax increase or is it budgetary right sizing? Either way you will develop a headache, stomach ache and an all-over queasy feeling.

The Triumph of the Will Sky Ride

Separate yourself from the crowd, rise above the masses and then look down on those who are not of your ilk. This ennobling adventure will let your spirits soar. One way ride to Ethnic Tapestry of Cultural Stereotypes.



Mixed Media



Eats

The Trojan Horse Internet Café

Since you may have received some important email during vacation, feel free to check your account for important

electronic notices about Viagra, low cost car insurance or FREE HOT PICS. You may have also received an attachment with something special — and who doesn't like a surprise?

Shops

The Slanted News Stand

All your misinformation needs can be found here. See English tabloids covering royal family scandals, doctored photos of OJ in Newsweek or investigative reporters that just make the stories up.

Shows

The Jingo Jukebox

A salute to all states, but the Bible Belt. Feel your heart swell with pride as you hear our very own Voices of Freedom Singers sing out the history of the US in song.

Treat the Senses

Attractions

KFOH Radio

Fill your ears with the sounds of KFOH — UnReal Radio! Disc jockeys spin the latest from cover bands to tribute bands. Catch the latest from Weird Al and Bob Rivers. Airings of old

time radio shows and the Mercury Players' The War of the Worlds are broadcast daily. (KFOH is sponsored by Memorex: Is it Live or is it Memorex?)

Trompe l'oeil Tower

The skyscraper is just an optical illusion only a few feet tall!

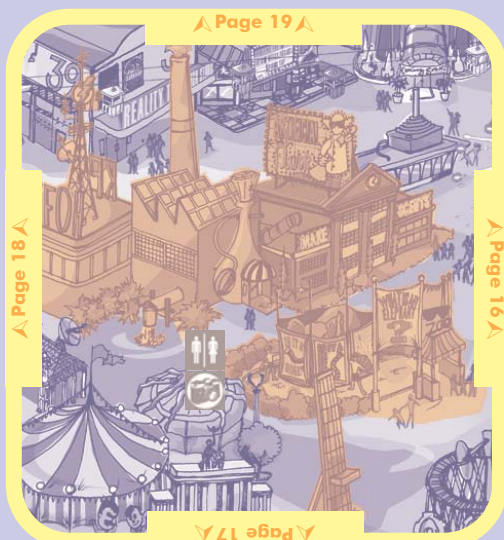
The Blind Man's Zoo

Some would say that an elephant is a tree trunk. Others say that it is a big fan, while a few think it is a rope. Put on dark glasses and decide for yourself. Determine what is an elephant by touching just one part of it.

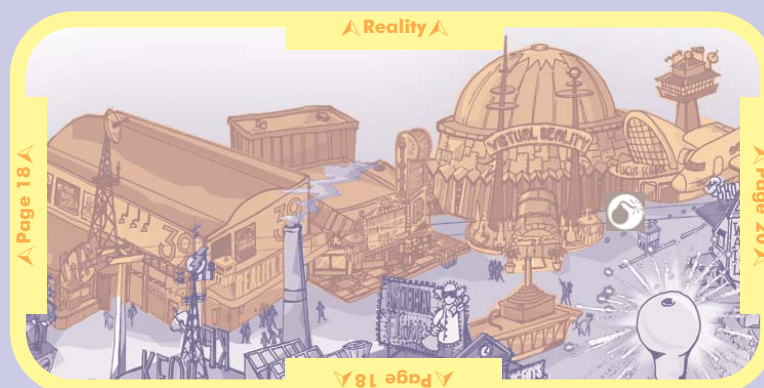
Eats

Make Scents

This unique restaurant chemically alters and baffles your senses of smell and taste as it produces meals that are concocted to look, smell, and taste like food that they simply are not. Artificial has replaced the real and we think you will find that you enjoy it more than the real thing.



Screen and Screen Again



Attractions

The Reality Television Studio

It's more than a studio — it's the home of the PR-EDITOR! Half producer — half editor — He slices together bits and pieces of film and videotape to tell a better story with dramatic effects. Allow yourself to be manipulated if you dare.

The Rialto Movie House

Now Showing: The Mockumentary Film Festival. Check newspapers for times.

The Computer Interface & WWW Arcade

Join the electronic community and project yourself into the Internet and endless arenas and battlefields of the World Wide Web. You will meet people from around the world or maybe next door, all without ever leaving the comfort of the chairs in front of a computer screen.

Total Virtual Reality OPENING SOON

Imagine a world that has been virtually constructed for you to enjoy and explore without the cumbersome headgear or wired-up gloves. Although it has been in development for decades, it should be ready for the public at anytime.

Flight School

Flyboys, get your wings ready! At one time it was used for military training, but now The Flight School is open for fun! You'll have your chance to see what it's like to handle one of the big birds in this realistic flight simulator. Take the controls and pilot a 767 over the skies of New York City or Washington, D.C.

Shops

The Infomercial Gift Emporium

When it takes a half hour to tell you about the product you see on a night you can't sleep — it's a must have!



The Theater District

ETOCS

ETOCS - Ethnic Tapestry of Cultural Stereotypes

Situated on beautiful Lake Cliché, ETOCS brings together food from around the world, but mostly those nations that agreeing with American politics or have a significant number of immigrants living in the US.



Attractions

The Broken 4th Wall

In this Broadway-style theater, you will be treated to a show like you have never seen before – and most likely never will again. That's because you are one of the actors. It's as real as theater can get!

The Play House

This interactive kids' playground sets the scene for living like a grown-up. Little girls will struggle with taking care of their dollies while trying to maintain a career. Little boys can armchair quarterback while avoiding any real emotions.

The House of Mirrors

Life is reflected and distorted as you move into the looking glass. Finding your way out of this maze of what is real and unreal is your challenge.

Ceci n'est pas une Ride

Our salute to René Magritte is neither a ride, nor is it really a salute. In fact it's not René Magritte at all. This the most perfect surreal attraction!

The Artificial Greenhouse

Everything is in bloom all the time!



Eats

Immerse yourself in our version of a foreign culture's habitat and devour the adapted native cuisine along with the ambience. You will find each dish is peppered with a dash of in-authenticity and exaggerated to meet your expectations.

Der Kampf Haus

German/Austrian
Happy Bavarians serve up Schnitzels and Beir.

The Pint and Dart Pub

English/Irish
At least the Fish and Chips are good, and served in an English Tabloid Newspaper.

The Swan Butcher

Mundozvon/Russian/Kosher
Exotic swan dishes prepared from this interesting nation.

The Salty Dog Shanty

Seafood from any ocean
If it swims, it can be cooked and served.

Zorba's

Greek, or that iffy area where it's almost the Middle East
Break (pita) bread and a few plates with us. Belly Dancers Nightly.

Casa de Taco

Anywhere south of the Rio Grande
Home to the spicy "Tacamole Guacamole" which is a Fauxtopia Original Creation!

Chopstix

Chinese/Vietnamese/Etc.
Fare from the Far East where they don't have flatware.

Café Oui Oui

French
Where the pretension of a snotty waiter is part of the atmosphere.

Italian

Over a 100 dishes, all made exclusively from tomatoes and garlic.

The Fondue Chalet

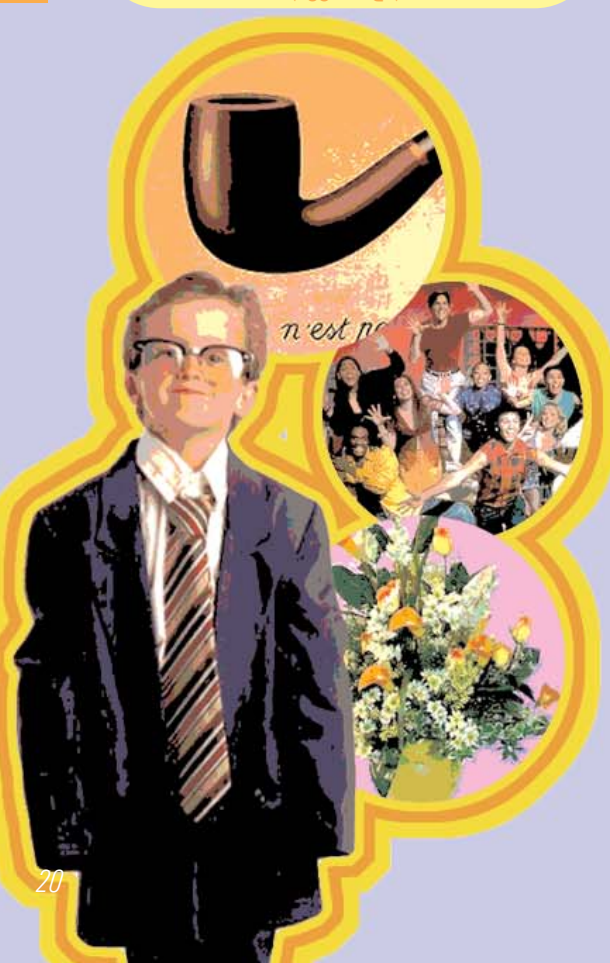
Swiss, or anywhere it snows
A romantic alpine get-away for a slow meal you cook yourself.

Tiki Luau Cove

South Pacific
Everything comes flaming to your table.

Attractions

The Swiss Skyway to Perceived Reality.



Kitsch Gardens

Hitch up your Jackalope and see all of Road Side America in one location! You can get your kicks here at the home of California Crazy and Urban Eyesores and it's only a few states away from Wall Drug! The fantastic and the wonderful are just part of this magical realm in Hyper Reality.



Attractions

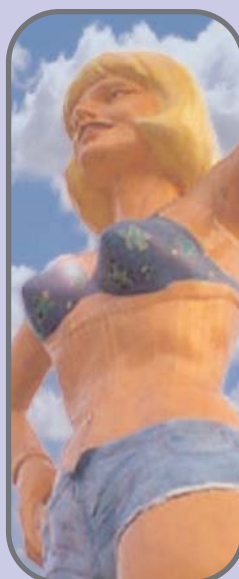
Land of Big Stuff

How do farmer's across the US grow such incredible fruit? They get their seeds at Kitsch Gardens — home of really big fruits, vegetables and a whole variety of American icons. Our farmer's motto is "More is More! The Bigger the Better!"

Shows/Eats

BBQ Barn Dinner Theater

The Live Stock Rock Band will entertain you in BBQ Jubilee. Join the audioanimatronic cows, pigs and hens for some old-fashioned music — you'll have a foot-stompin', hand clappin' good, finger lickin' good time while you enjoy a feast of Beef, Pork and Chicken. From the Stage to the Plate — it's all good.



Shop

Crap for Your Lawn Shop

A variety of lawn ornaments are waiting to go home with you. You can make neighbors wonder how flamingos landed in your yard or who that fat woman is bending over in your garden!



Post Modern Mountain

Had enough of boring International Style? Tired of every skyscraper and building looking like a sterile glass box? Ornamentation comes back into vogue and is celebrated here at Post Modern Mountain. Buildings once again have character and flair while telling their own stories.

Attractions

The Outdoor Experience

Step inside and explore the outdoors in this interactive gym, complete with rock wall and wave machine in the pool area.

The Humanizer

The ride that makes anything come to life and gives it human traits. Make sure you meet all the zany characters created in the Humanizer today!

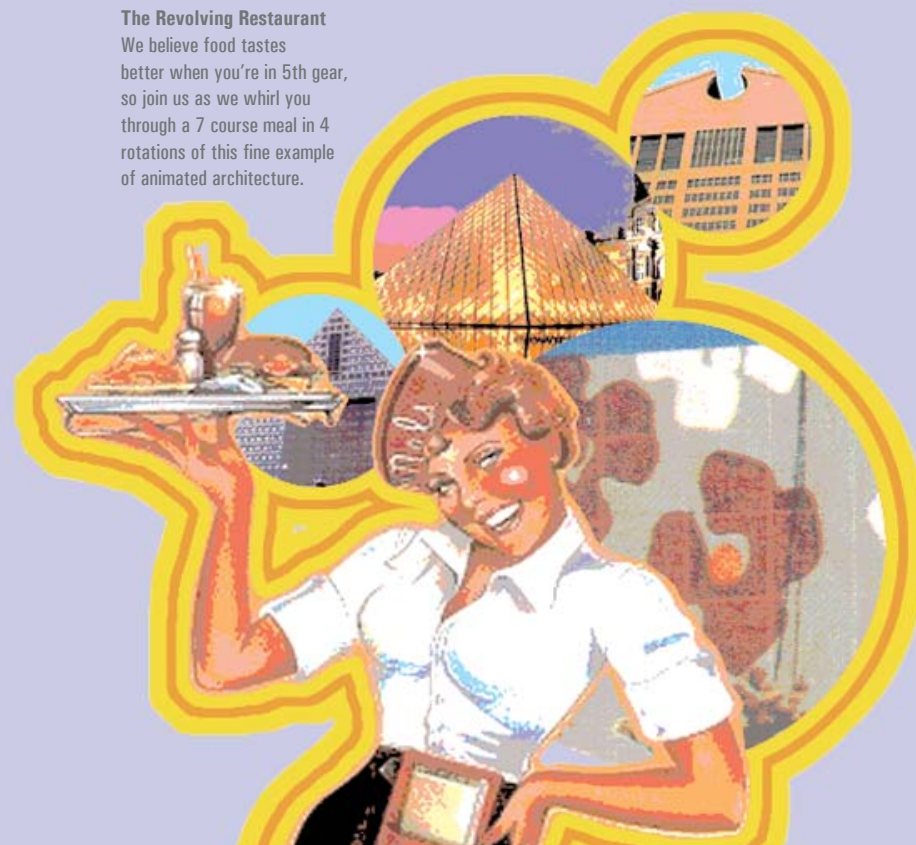
Food

The Retro Diner

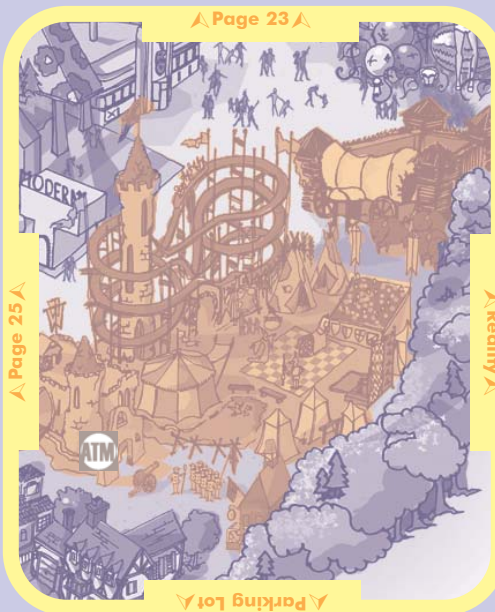
It's back to poodle skirts and greasers! Don't worry about the Bomb, the Korean War or the fact that segregation is still practiced throughout much of America. Just kick up your saddle shoes and rock the night away!

The Revolving Restaurant

We believe food tastes better when you're in 5th gear, so join us as we whirl you through a 7 course meal in 4 rotations of this fine example of animated architecture.



Ye Olde Towne



Attractions

The Colonial Civil Renaissance Reenactment Festival Faire and History Twister

The History Twister has ripped apart a history book and put it back together in a new order. General Lee is dueling with Sir Walter Raleigh! Knights and Pilgrims are courting Southern Belles. What kind of festival is this? Falconry demonstrations, The Virginia

Reel and Witch Dunking shows happen hourly. Check daily show schedule for times.

The Wild West That Wasn't
The mythology of the Old West comes to life in The Wild West That Wasn't. Every bar serves Red Eye and every man is rugged. And the women are wild and 'purty'er than polecats!' In this inauthentic version of the of the most colorful period in America's history, you can rub shoulders with Wild Bill Hickock, Calamity Jane, Daniel Boone, Annie Oakley and The Lone Ranger. It don't matter none that them people didn't really meet (or sometimes even exist) in history, because we bring 'em all together for a whoop and hollerin' good ol' Cowboy and Injun Time!

Food

Turkey leg Carts
Situated throughout Ye Olde Towne

Hear Ye, Hear Ye

To speak in the the king's tongue while in Ye Olde Towne, simply add 'Ye Olde' in front of every noun. You will be blending in with the wenches immediately! Huzzah!



Modern Living

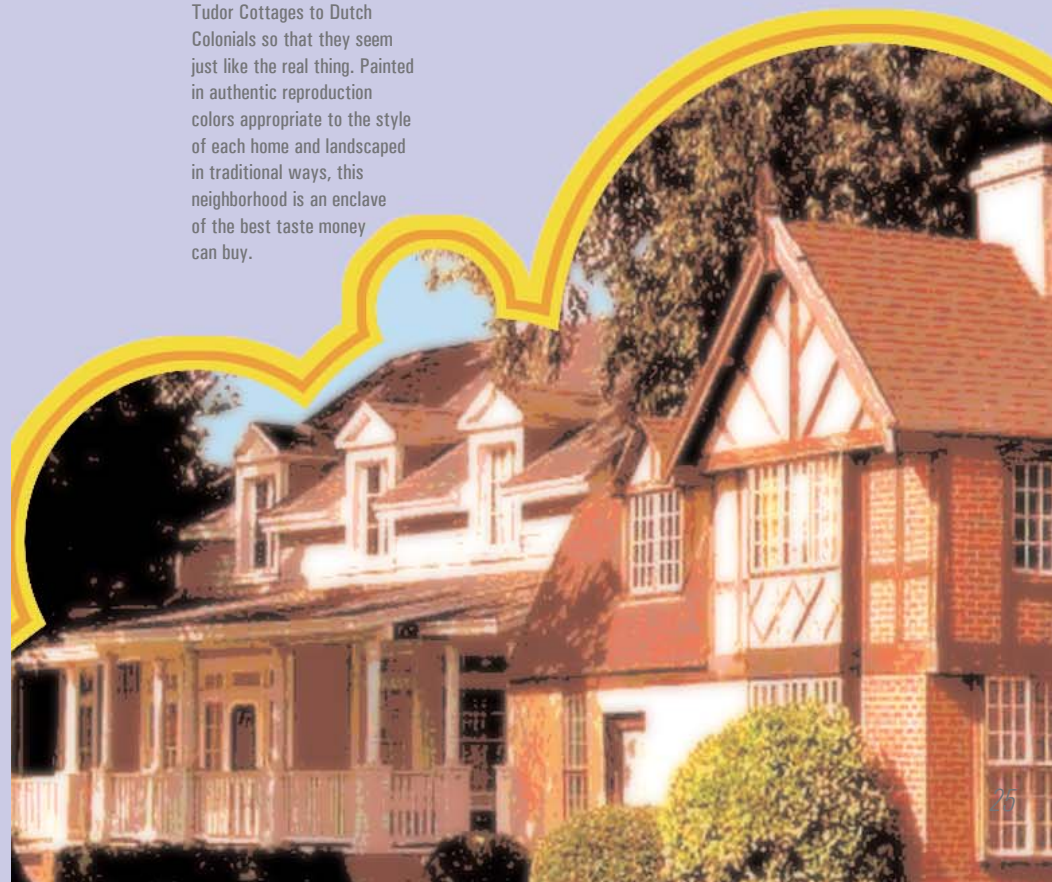


Merchantainment Mall

It's more fun to spend money when you get a little extra with it — like ambience and a story! At Merchantainment Mall, you can find all those things you need and want but in a setting of whimsy and guile. Here, fantasy worlds mix with modern commerce. Buying housewares is a delight when done in a Fairy Tale Castle. Stop by our Outdoors Man's Lodge to pick up your fishing and hunting gear. And the kids will love our Big Pyramid of Toys!

McMansion Acres

Someone once said that Gothic architecture created after the 1400s was vulgar, but that's just not so at our planned community where we improve upon the housing structures of the past. Modern materials are used to simulate characteristic architectural details from Tudor Cottages to Dutch Colonials so that they seem just like the real thing. Painted in authentic reproduction colors appropriate to the style of each home and landscaped in traditional ways, this neighborhood is an enclave of the best taste money can buy.



Fauxtopia will never be completed. It will continue to grow as long as there is imagination in the world and people who like to manipulate other people.

Can Fauxtopia be improved? Of course it can and it will. We are committed to making your experience in the most believable place on earth even more believable. The fog between reality and simulacra is getting denser and with new technologies that replicate so well, it will be only a matter of time until the world is a Fauxtopia. And we know you are gonna love it because in the absence of the original, a fondness grows for the newly created.

Coming Soon!

Lyin' Country Safari

This expansion of Fauxtopia, scheduled to open early next year, lets you be the adventurer who goes after the big game! Coming home with the best stories of your trip. You will camp out in Tall Tale Woods, on the bank of Big Fish River, with a group of folks just like yourself, eager to learn the craft of telling great stories. Every night you will get to practice around the campfire.

Port Distortion

Just 12 steps from the entrance of Fauxtopia, this nighttime entertainment district has been designed for adults and those with fake I.D.s. Alcohol and other controlled substances allow for reality to be recreated in your own mind. You'll think you are sexier, wittier and a helluva lot more charming than you really are. And those around you will get prettier and friendlier. The centerpiece of Port Distortions is Cirque D'llusion; the whimsy of magic mixed with the spectacle of the finest female illusionists.



Be a Blanketeer!

Get into the spirit of Fauxtopia by dressing like one of the Blanketeers.

Fauxtopia Cap

The authentic head gear for Blanketeers. Name can be stitched on the back.

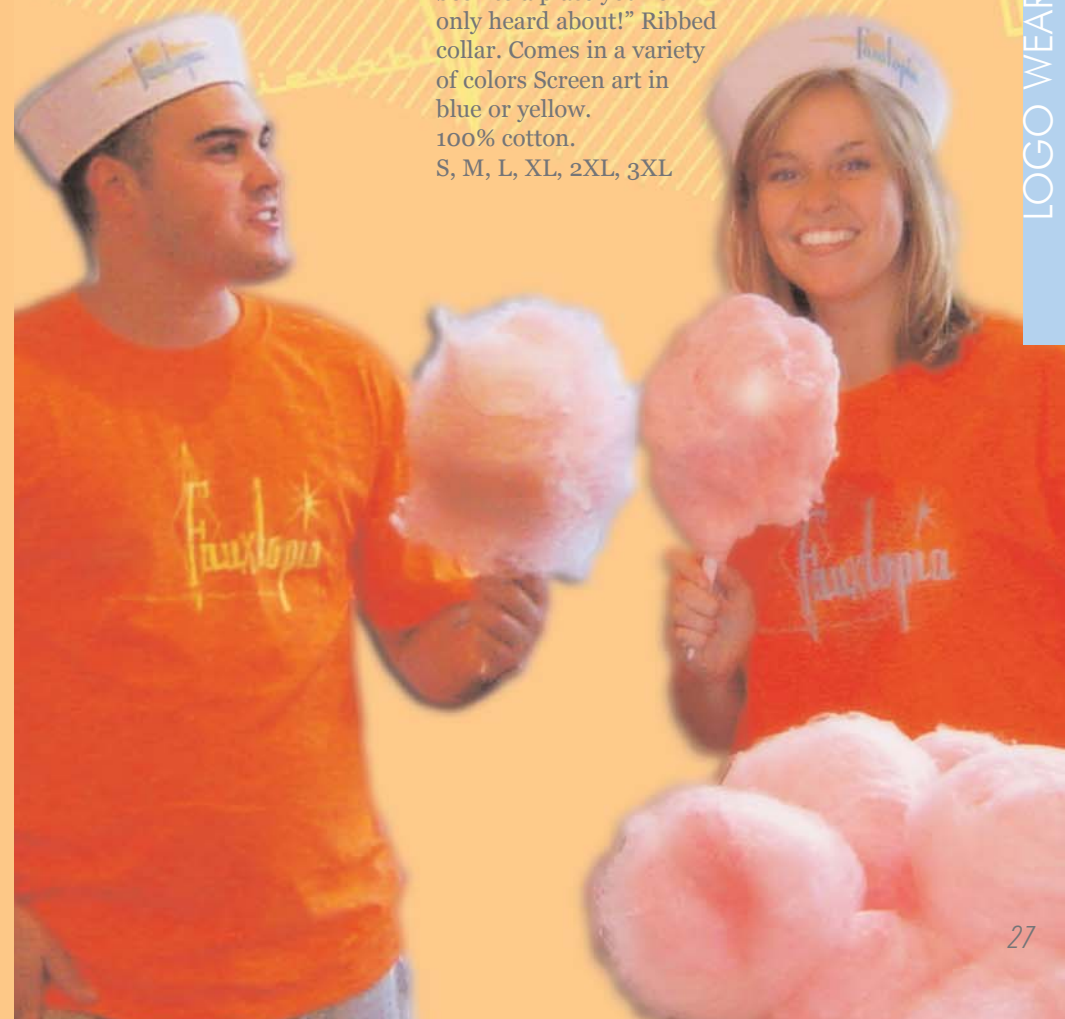


Blank T-Shirts

It's everyone's favorite piece of paper as a T-shirt. This Fauxtopia official Blank T-shirt is only available in the park. No other Blank T-shirt will do!

Fauxtopia T-Shirts

The classic logo tee that says to the world, "I've been to a place you've only heard about!" Ribbed collar. Comes in a variety of colors. Screen art in blue or yellow. 100% cotton. S, M, L, XL, 2XL, 3XL.





Souvenirs From Fauxtopia

No vacation would be complete without a final stop at The Gift Shop, so a visit to Fauxtopia should be no exception. Here you will find a plethora of logo merchandise and one of the best selections of books on the topic of Fauxtopia. These are some of our featured items.

Borrowed Design

***Use and Abuse of Historical Form* Steven Heller and Julie Lasky**

Steven Heller and Julie Lasky closely examine the fine line between homage and plagiarism in the series of chapters that make up this helpful book, for any designer that is interested in the topic of a mimicry field of art.

Welcome To Twin Peaks

***Access Guide to the Town* Lynch, Frost & Wurman**

David Lynch and Mark Frost, with the help of graphic designer Richard Saul Wurman, utilize the visual and semantic language of the renowned Access Guide to inform and delight tourists to this sleepy hamlet.

Travels in Hyper Reality Umberto Eco

More than any other author or cultural critic, Umberto Eco is an honorary Blankateer. His insight into the workings of Fauxtopia and the social ramifications of those who visit and stay too long are remarkable. Traveling with Umberto is the best way to have your own enlightenment outside the park.

Understanding Comics, The Invisible Art Scott McCloud

The mysteries of the rather pedestrian medium of Comic Books are unraveled and shown to be a dynamic force of communication design in this opus by Scott McCloud. In a format that would be easily digested by any comic book reader, Scott marries high brow academia with low brow of what has been deemed as kid's stuff.

Vinyl Leaves, Walt Disney World and America Stephen M. Fjellman

Fauxtopia could not exist without the predecessors who laid the groundwork for elaborate entertainment resorts. Fauxtopia could also not exist without the predecessors who critiqued the elaborate entertainment resorts. In this book, Professor Stephen E. Fjellman explains how the grand daddy of all resorts, Walt Disney World in Orlando, Florida, has had an effect on the American, and also the world's, psyche.

You Are Here

Katherine Harmon

Subtitled "personal geographies and other maps of the imagination", Katherine traverses many landscapes in this odd atlas. It would seem most likely that these examples of "would be cartographers" would welcome Fauxtopia into this volume.

Form Follows Fiction Charta

An unusual book that visually explores how "what is fake" has become "what is real" - people become sci-fi characters, little girls become beauty queens, and lifestyles, not just products, are for sale. It is a reflective look at art and pop culture and how they are influencing each other. Examining works of Duchamp and de Chirico, artists from the not to distant past, to today's Gregory Crewdson, Tim Noble and Sue Webster, this book allows the reader to draw his own conclusions as to what is real and what is not.

The Michelin Guide to Euro Disney Resort

A guidebook in the form of a map that unfolds and helps plan your trip to the magical kingdom on the outskirts of Paris. When real chateaus are not enough in the French countryside, Disney brings fairytales back from where they originated, and makes them more real than the historic castles only miles away. This wonderful map is the best way to orient yourself before you get there, or even if you are in the middle of the Main Street U.S.A.

Coming Soon!

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is soon to be
The Most Believable Place
on the Web!*

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- * Purchase Tickets
- * Make Hotel and Dining reservations
- * View Live Web Cams
- * Play interactive games with Blank
- * And So Much more

It's as much fun as actually visiting Fauxtopia!

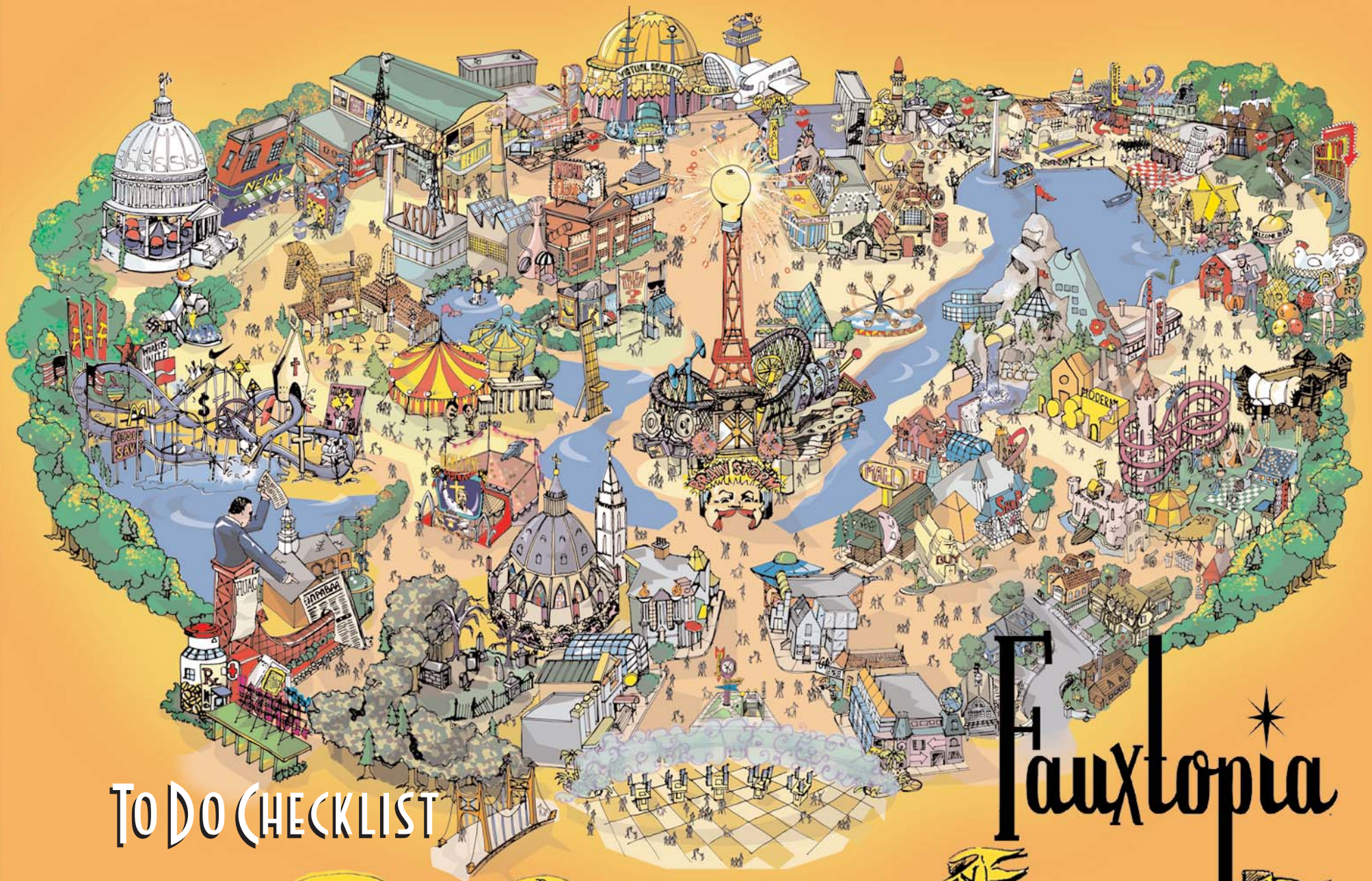


Whether you're an expert or an independent traveler, you'll discover all you need to know about this rather broad topic for a creative project – from chaotic political double speak to oversized, overused clichés – with this indispensable introductive guide.

- * 15 detailed maps including a full color fold out map for easy reference
- * critical views on political, historical and cultural information
- * helpful advice about maneuvering through unreality
- * useful “where it all began” chapter



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TO DO CHECKLIST

PERCEIVED REALITY

- ☐ The Hall of Presidents Puppet Show
- ☐ Placebo Medical Center
- ☐ The Crusade Carousel
- ☐ The Dogma & Pony Show
- ☐ The Red Scare
- ☐ The Camouflage Forest
- ☐ See P.T. Barnum's Egress!
- ☐ Get Framed!
- ☐ The Propaganda Circus
- ☐ The BrainWasher
- ☐ The Political Spin
- ☐ The Triumph of the Will Sky Ride
- ☐ The Trojan Horse Internet Café
- ☐ The Slanted News Stand
- ☐ The Jingo Jukebox

STORY STREET

- ☐ The Suspension Bridge of Disbelief
- ☐ The Plot Line Subway Stop
- ☐ Here and Now Clock
- ☐ Mission Statement To Mars
- ☐ Empathy's Costume Shop
- ☐ Traits R Us
- ☐ Plotters Field
- ☐ Motivations Modeling Agency
- ☐ The Un Real Estate Agency
- ☐ The Map Shack
- ☐ Café Genre
- ☐ The Brainstorm
- ☐ The Architectural Tour
- ☐ Strokes of Enlightening in the Sky

SIMULATED REALITY

- ☐ The Reality Television Studio
- ☐ The Rialto Movie House
- ☐ The Computer Interface & WWW Arcade
- ☐ Total Virtual Reality
- ☐ Flight School
- ☐ The Infomercial Gift Emporium
- ☐ KFOH Radio
- ☐ Trompe l'œil Tower
- ☐ The Blind Man's Zoo
- ☐ Make Scents
- ☐ The Broken 4th Wall
- ☐ The Play House
- ☐ The House of Mirrors
- ☐ Ceci n'est pas une Ride
- ☐ The Artificial Greenhouse

HYPER REALITY

- ☐ Kitsch Gardens
- ☐ Land of Big Stuff
- ☐ BBQ Barn Dinner Theater
- ☐ Crap for Your Lawn Shop
- ☐ Post Modern Mountain
- ☐ The Outdoor Experience
- ☐ The Humanizer
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